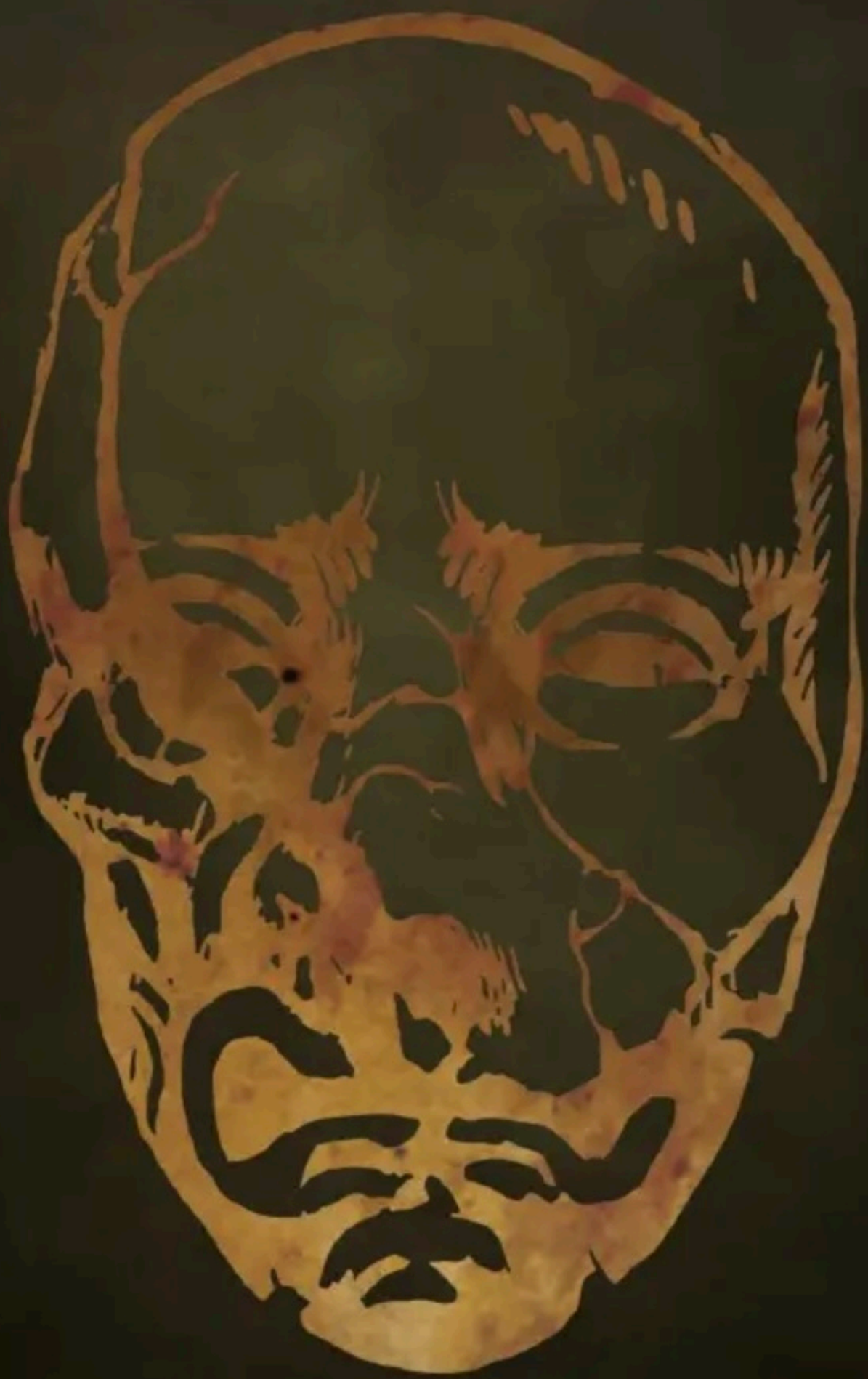
CONQUEST

THE LAST ARGUMENT OF KINGS



SPIRES
Army List

ARMY LISTS

The rules that follow will show you how the models and Warbands interact with each other and the environment. These chapters will teach you how to activate your Warbands, how to move them as well as how to engage in combat with them.

ARMY LISTS

The force you bring to the Battlefield is chosen using an Army list. To help ensure you're playing a fair and balanced game, these Army lists are chosen to equal points values.

POINTS VALUES

Each Stand in a game of Conquest has a points value, representing its overall worth on the Battlefield. Stands with higher points values are generally better or more flexible fighters, while those with lower points values are less effective, or are useful in a narrow set of circumstances. Your Army's points value is equal to the total points values of every Stand in your Army, plus those of any upgrades you've purchased for those Stands. The higher the points value, the more lethal the Army you've selected. By choosing Armies to equal points values, you and your opponent can ensure a fair, challenging battle.

SIZE OF BATTLE

By default, we recommend battles of 2,000 points – this generally gives enough slaughter for an evening's gaming. However, there's nothing to stop you from choosing a larger or smaller size for your confrontation. Indeed, smaller games of 1,000 points are an excellent way to learn the rules.

BUILDING AN ARMY

An Army consists of two types of entities: Characters and Regiments. You may include any number of either in your Army, subject to the following rules:

THE WARLORD

You must include one Character to be your Warlord – your avatar on the Battlefield.

WARBANDS

Each Character in your Army (including the Warlord) must be accompanied by a Warband of Regiments. You'll normally have a choice of Regiments to choose from, but you must always include a Regiment of the same type – i.e Infantry, Cavalry or Brute – as your Character to ensure he or she has a Regiment to join at the start of the battle.

Each Regiment is drawn from the Regiments section of the Army List. It will also, depending on the Character it is chosen for, count as a Mainstay or a Restricted choice. Each Character's Warband has a Regiment allowance of 4 Regiments. A Warband can include as many Mainstay choices as your Warband allowance allows. Restricted choices are more limited, as the name suggests. Each Warband can only include two Restricted choices from all the options presented. This can be two of the same Regiment, or two different Regiments from the list. As a further restriction, you must include one Mainstay choice for each Restricted choice in your Army. Therefore, a Warband that includes two Restricted choices will always have at least two Mainstay choices too. Note that a Regiment might be a Mainstay choice for one Character type, and a Restricted choice for another – check the Character's Army List entry to be sure.

OPTIONAL UPGRADES

Many Characters and Regiments have additional options that can be purchased for them, such as Abilities, Command Models, or even extra Stands (in the case of Regiments). If you purchase any of these upgrades, simply add the points cost to that of the Character or Regiment for which the upgrade was purchased.

ARMY RULES

This Army follows the additional Faction Specific Rules seen below:

THE MASTER'S TOUCH

When creating your Army List, you may dedicate it to one of the three Spire sub-factions. If you do, select a Warlord Entry permitted by that Sub-Faction and gain the respective Master's Touch Ability.

The Sovereign Lineage

Lineage Highborn or High Clone Executor only

Superior Creations: When selecting a Regiment for the Warlord's Warband you may increase that Regiment's cost by 10 points per Stand. If you do, increase that Regiment's Clash characteristic by +1 (to a maximum of 3) and their Evasion characteristic by +1 (to a maximum of 2).

The Directorate

Biomancer or High Clone Executor only

Personalized Epigenetic Triggers: While the Warlord is on the Battlefield, all Regiments in your Army gain the Burnout Draw event. However, only one Regiment may Resolve the Burnout Draw Event each Turn, even if it was already part of their Army List entry.

The Under Spire

Pheromancer only

The Unnumbered Menagerie: While the Warlord is on the Battlefield, all Regiments in the Warlord's Warband gain the Regeneration 3 Special Rule. Infantry Regiments in the Warlord's Warband gain the Regeneration 4 Special Rule instead.

SUPREMACY ABILITIES

Each type of Character grants a different Supremacy Ability if chosen as your Warlord.

BIOMANCER

Provoke Instability: For the remainder of the Turn when declaring a Clash Action with a friendly Regiment:

- If Infantry, increase that Regiment's Attacks Characteristic by 1 and gain the Decay 4 Special Rule.
- If Cavalry/Brute, increase that Regiment's Attacks Characteristic by 2 and gain the Decay 3 Special Rule.
- If Monster, increase that Regiment's Attacks Characteristic by 4 and gain the Decay 6 Special Rule.

HIGH CLONE EXECUTOR

Coordinated Assault: This Turn, you resolve the top three cards of your Command Stack as one 'go'. Draw three cards, resolving the Actions for each in Turn before your opponent draws their next Command Card. (These Activation Cards cannot draw other Activation Cards from your Command Stack. If their rules include such wording, ignore the rule.)

LINEAGE HIGHBORNE

Legacies of the Ark: When creating your Army list, select one Lineage Highborn or Mimetic Assassin Stand in your Army. That Character may select up to three Mutations for free instead of purchasing one.

PHEROMANCER

Suppress Survival Instinct: While this Character is on the Battlefield, all Regiments in the Character's Warband within 12" of the Character may re-roll failed Morale Tests. This Supremacy Ability is always considered to be Active.

Characters

You may include any number of Characters, but must include at least one Character to be your Warlord.

Biomancer — 60 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Biomancer	Infantry	Light	6	2	2	2	4	4	1	2	Character

Draw Event: Biotic Renewal
Number of Stands: 1
Models per Stand: 1

Mend Flesh: As a Character Action, Biomancers may select a friendly Regiment within 6" and Heal 2 Wounds to that Regiment.

Options:

Mutation: May have a single Mutation at the indicated points cost.

Biomancies: May take one Biomancy.

Unstable Enhancement	*45 points*
Harvest Essence	*25 points*
Catalytic Rupture	*20 points*
Grant Virulence	*15 points*
Essence Transfer	*10 points*

Warband:

Mainstay:	*Force-Grown Drones*
	Bound Clones
Restricted:	*Incarnate Sentinels*
	Desolation Drones
	Desolation Beast
	Abomination

Retinue:

Tactical	*Restricted*
Combat	*Restricted*
Arcane	*Available*

Masteries: *Tactical, Arcane*

High Clone Executor — 75 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
High Clone Executor	Infantry	Medium	6	3	3	5	4	4	2	1	Character, Cleave 1

Draw Event: None
Number of Stands: 1
Models per Stand: 1

Options:

Mutation: May have a single Mutation at the indicated points cost.

Tactics: May have one of the following Draw Events as a Tactic.

Bastion	*30 points*
Double Time	*15 points*
Fire and Advance	*15 points*
Fury	*10 points*

Warband:

Mainstay:	*Force-Grown Drones*
	Bound Clones
	Vanguard Clones
Restricted:	*Brute Drones*
	Vanguard Clone Infiltrators
	Desolation Drones
	Marksman Clones
	Pteraphon

Retinue:

Tactical	*Available*
Combat	*Restricted*
Arcane	*Not Available*

Masteries: *Tactical, Combat*

Lineage Highborne — 120 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Lineage Highborne	Brute	Medium	7	2	3	4	6	5	4	2	Character, Cleave 1, Resist Decay 1

Draw Event: None
Number of Stands: 1
Models per Stand: 1

Options:

Mutation: May have a single Mutation at the indicated points cost.

Warband:

Mainstay: *Avatara*

Restricted: *Centaur Avatara*
Leonine Avatara
Siege breaker Behemoth
Pteraphon
Incarnate Sentinels

Retinue:

Tactical *Not Available*
Combat *Not Available*
Arcane *Not Available*

Masteries: *Tactical, Combat*

Pheromancer — 60 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Pheromancer	Infantry	Light	6	2	2	2	4	3	1	2	Character

Draw Event: None
Number of Stands: 1
Models per Stand: 1

Pheromone Gland Burst: As a Character Action, Pheromancers may lose 1 Wound to select a friendly Regiment within 6". If the Pheromancer survives, that Regiment gains either +1 March or +1 Resolve until the start of the Pheromancer's next Activation.

Options:

Mutation: May have a single Mutation at the indicated points cost.

Pheromancies: Must take at least one Pheromancy as a Draw Event:

Siphon Strength	*45 points*
Accelerated Hibernation	*35 points*
Pheromantic Drive	*35 points*
Induced Vigor	*25 points*
Pheromantic Compulsion	*25 points*

Warband:

Mainstay:	*Force-Grown Drones* *Prowlers* *Onslaught Drones*
Restricted:	*Abomination* *Stryx* *Brute Drones*

Retinue:

Tactical	*Restricted*
Combat	*Not Available*
Arcane	*Available*

Masteries: *Tactical, Arcane*

Mimetic Assassin — 80 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Mimetic Assassin	Infantry	Light	8	2	4	6	4	3	0	2	Character. Flank, Flurry, Quicksilver Strike

Draw Event: None
Number of Stands: 1
Models per Stand: 1

Options:
Mutation: May have two Mutations at the indicated points cost.
Warband:
Mainstay: *Force-Grown Drones*
Bound Clones
Vanguard Clones

A Mimetic Assassin cannot be your Warlord.

Masteries: *Combat*

CHARACTERS AND CHARACTER UPGRADES

Magical Items and Heraldry are an important part of a Faction's culture and history. Each Faction has access to a list of Character Upgrades as described in their Army List.

Unless noted otherwise, each entry may only be selected once in your Army List, and it does not have to be visually represented on the Character. Each Upgrade confers abilities or attributes to the Character, and their bonuses are lost as soon as the Character is removed from the game for any reason.

Unless otherwise specified, the following restrictions apply: Selecting an Upgrade from the Arcane category requires the Character to possess the Wizard X or Priest X Special Rule. Selecting an Upgrade from the Banner category requires the Character to possess at least 1 Tier in the Tactical category. Finally, Characters with the Wizard X Special Rule may not purchase Upgrades from the Armor category. If a Character can have more than one Upgrade, they must purchase Upgrades from different categories.

MUTATIONS

Mutations are considered to be Character Upgrades for all game purposes. Mutations do not have a type (e.g. Weapons, Banners etc.) and therefore are not subjected to any restrictions when taking them.

Pheromantic Override **60 points**
(Lineage Highborne only)
Once per game, the Character Stand gains the following Draw Event in addition to any other: Choose a friendly Regiment within 6". That Regiment may immediately perform a free Clash, Volley or March Action.

Chameleonic Epidermis **40 points**
(Mimetic Assassin Only)
Once per Turn, the Character may perform the Seek New Escort Action for free. This Seek New Escort Action ignores the limitation of either of the two Regiments being in engaged with an enemy Regiment.

Architect's Touch **30 points**
(Biomancer or Pheromancer only)
The Character Stand and any Regiment it has joined reduce all Decay Special Rule inflicted upon them by -1 (e.g. Decay 3 becomes Decay 2).

Biotic Hive **30 points**
(May not be taken by Lineage Highborne)
The Character has the *Barrage 4 (20", Deadly Shot)* Special Rule.

Biotic Wellspring **30 points**
(Pheromancer only)
The Character has the Biotic *Renewal* Draw Event.

Cascading Degeneration **30 points**
Whenever the Character's Regiment has a Decay Special Rule of any value, all enemy Regiments in base contact also receive the Decay (2) Special Rule.

Degenerative Aura **30 points**
Enemy Regiments in contact with the Character's Regiment have the Decay (1) Special Rule.

Heightened Reflexes **25 points**
(High Clone Executor or Mimetic Assassin only)
The Character gains +1 Evasion (to a maximum of 3).

Venom **25 points**
(Mimetic Assassin or Lineage Highborne only)
The Character has the Deadly Blades and Deadly Shots Special Rule.

Adaptive Evolution **20 points**
Whenever this Character's Command Card is drawn from the Command Stack, roll a D6. On a score of 4+ or more, you may increase its Clash, Volley, Resolve or Defence by +1 (to a maximum of 5).

Cloned Redundancy **20 points**
(May not be taken by Lineage Highborne, or by a Character with the Avatar Projection Mutation)
Once per game, when this Character is slain, roll a D6. On a score of 4+, you may remove another friendly Character Stand from the Battlefield, and return this Character Stand to the Battlefield in its place with as many Wounds as the Character being removed had. If this Character is your Warlord, they are not considered to be Slain for Scenario and Objective purposes.

Enhanced Reactions **20 points**
The Character Stand may Re-roll 1 die every time they are required to make an Injury roll.

Redundant Biomantic Structure **20 points**
The Character Stand gains +2 Wounds.

Adaptive Senses **15 points**
Evasion Rolls cannot be taken against Hits caused by this Character.

Biomantic Plague Node **15 points**
(Biomancer or Pheromancer only)
Whenever a Wound is allocated to the Character, roll a D6. On a score of 3 or less, an enemy Regiment or Character Stand of your choice within 6" also has a Wound allocated to it. On a roll of 1, all enemy Regiments and Character Stands within 6" suffer this effect.

Burrowing Parasites **15 points**
The Character Stand gains the Barrage 2 (30", Armor Piercing 1) Special Rule. If the Character Stand already has the Barrage Special Rule then its Barrage value is increased by 2. Furthermore, it's Armor Piercing value increases +1.

Command Pheromones **15 points**
(Lineage Highborne or High Clone Executor only)
The Character has +1 Resolve.

Adrenal Surge **10 points**
(May not be taken by Lineage Highborne)
When this Character takes an Action, you may have it gain +2 Clash and +4 Attacks. If you do, remove the Character Stand as a casualty once the Action is complete.

Avatar Projection **10 points**
(Pheromancer or Biomancer only. May not be taken with the Cloned Redundancy Mutation.)
A Character with this Mutation changes his Troop Type to Brute and may no longer purchase a Retinue. The Character can thus legally join Brute Units and can gain access to new rules such as Impact Hits, etc.

Sensory Augmentation **10 points**
When this Character's Command Card is drawn, you may both look at the top Command Card of your opponent's Command Stack and draw and act with your next Command Card instead of this Character's Command Card. If you do, place the Character's Command Card on top of the Command Stack once the Action is resolved. Return your opponent's Command Card to their Command Stack. This Ability can only be activated once every Turn.

Ablative Flesh **5 points**
The Character ignores the first Wound allocated to it in a Duel each Turn.

CHARACTERS AND RETINUES

These options can be taken by any Infantry Character unless stated otherwise. Certain tier of upgrades can only be reached by certain Characters. Unless otherwise specified, you need to have obtained the previous Tiers in order to obtain the Tier you wish (i.e. to obtain Tier 2, you must have also obtained Tier1 etc)

Not every Character has access to all categories of Retinues. Those allowed will be clearly stated in the relevant entry in the Army List, with the indication of either "available" or "restricted". The Character selects Tiers freely from the available categories, while they may only reach Tier 2 on the restricted categories. In addition, selecting a Tier from a restricted category costs double the points indicated.

Tier	Tactical	Combat	Arcane
1	The Character and any Regiment he has joined reroll one failed Resolve die per Character's Tier in Tactical. (10pts)	The Character gains +1 Wound. (10pts)	The Character gains the Resist Decay 1 Special Rule. (5pts) (5pts)
2	The Character may purchase 1 different Perk from the Faction list (in addition to any they may already be able to gain).* (15pts + Perk's cost)	The Character gains +1 Attack. (15pts)	The Biomancer/Pheromancer may use their unique Character Action (Mend Flesh/Pheromone Gland Burst respectively) twice. (25pts)
3	The Character and any Regiment they have joined gain the Flank Special Rule. (25pts)	The Character gains +1 Cleave and +1 Clash. (25pts)	May take an Additional Pheromancy/Biomancy. The Character may activate an additional Draw Event per Turn. (35pts)

*FACTION PERK LIST

- **The Spires**
  - May select an additional Tactic (see High Clone Executor)
  - If a Character selects 2 or more Retinue Tiers in Tactics, they may select a Tactic from the High Clone Executor's entry and pay its cost. A High Clone Executor may select an additional Tactic, and each Turn the High Clone Executor may resolve up to two Tactics.

MASTERIES

Characters are heroes of renown or highly gifted individuals, who excel above and beyond the masses. Be it through luck, education, training and effort or other powers at work, Characters have mastered abilities that make them exceptional, though it is not uncommon for two such heroes to have mastered the same path.

Masteries are optional upgrade abilities for your Characters, which are noted on your army list and confer bonus abilities to your Character. A Character may select only one Mastery according to the Character's allowed lists in the following section. Each Mastery can be bought multiple times, however each time you wish to add a duplicate (or more) of the same Mastery you pay double the costs of the previous Mastery. For example, selecting a Mastery that costs 20 points, while taking it a second time it would cost the second Character 40 pts, and a third time it would cost the third Character 80 pts.

There are three categories of Masteries, and each Character may select one Mastery from a category allowed in his entry in the relevant Army List. Although there are common Mastery lists provided below, each Army List may include additional Masteries specific to that Faction.

Tactical

Disciplined **40 points**
Characters of Light or Medium Type Only – Once per game, the Character and any Regiment they have joined may perform 1 Clean Withdrawal without rolling a die or suffering any Wounds.

Knowledged **35 points**
(Must be Tier 3 in Tactical Retinue) The Character may replace their Supremacy Ability with any other Supremacy Ability in their Faction Army List.

Attracting Pheromones **25 points**
(High Clone Executor Only)
The Character and any Regiment they have joined gains the Spearhead Special Rule.

Calm Strategist **25 points**
Once per game, the Character may refuse a Duel without suffering any penalty.

Eccentric **20 points**
(Must be Tier 2 in Tactical Retinue) The Character must select 2 Mainstay Regiments and only 1 Restricted Regiment, but they may select any Regiment in their Faction Army List as their Restricted option.

Long Lineage **15 points**
May take an extra Heirloom/Trove Find/Relic/Mutation.

Combat

Elder **25 points**
(Lineage Highborne Only)
The Character may purchase two additional Mutations.

Expose Weakness **20 points**
At the beginning of a Duel Action where this Character is involved, choose one of your opponent's Upgrades, Retinue Bonuses or Masteries. It has no effect during this duel.

Marksmanship **15 points**
The Character gains Barrage +2. If the Character does not have Barrage, they gain Barrage 2 (24").

Veteran Warrior **15 points**
(Requires Tier 3 in Combat Retinue) The Character counts as also having selected the Tier 1 Tactical Retinue for all game purposes but does not need to represent it with a Model

Disorienting Strikes **10 points**
Any Character in a Duel Action with this Character suffers a -1 Clash penalty during the duel.

Eagle Eye **10 points**
The Character may re-roll natural rolls of 6 when taking part in a Volley Action.

Overkill **10 points**
(Requires Tier 2 in Combat Retinue) Every time this Character wounds an enemy Character during a Duel Action, the accompanying enemy Regiment must make a number of Morale Tests equal to the wounds suffered by their Character.

Arcane

Plaguelord **40 points**
Whenever an enemy Regiment in contact with this Character's Regiment receives a Decay X Special Rule, increase the Decay X value by 1.

Learned in the Occult **35 points**
Choose a Spell from a different School in this Character's entry. The Character knows the Spell in addition to any other Spells they have purchased

Fleshcarver **25 points**
(Biomancer Only)
When a friendly Regiment receives any healing effects caused by this Character, they heal 1 extra Wound.

Magus **20 points**
The Character increases any non-Scaling Spell Casting Difficulty value by 1.

Cautious Casting **15 points**
(Requires Rank 2 in Arcane Retinue) Once per game, the Character may re-roll all dice for a single Spellcasting Roll.

Focused **15 points**
The Character may reroll 1 die during any Spellcasting Action.

Wizened Caster **15 points**
(Requires Rank 3 in Arcane Retinue) The Character counts as also having selected the Tier 1 Tactical Retinue for all game purposes but does not need to represent it with a Model.

PHEROMANCIES

Manipulating aggression and instinct to alter the flow of battle.
Pheromancies are treated exactly like Draw Events, with the following exceptions:
- Pheromancies are optional – you only need to use one if you decide to do so.
- Pheromancies must be entirely resolved before proceeding with any other Draw Events that might apply.
- Targets of Pheromancies must be within 12" of any edge of the caster's Stand, unless specified otherwise.

Accelerated Hibernation
Draw your next Command Card. You may place it on the bottom of the Command Stack. If you do, that Regiment Heals D6 Wounds.
The Character then takes its Action.

Induced Vigor
Choose one: The Pheromancer's Regiment has the Fluid Formation Special Rule until the end of the Turn.
OR
The Regiment has +2 March until the end of the Turn. The Character then takes its Action.

Pheromantic Compulsion
Look at your next three Command Cards. Choose one, and place it on the bottom of your Command Stack. Place the others on top of the Command Stack in any order. Draw your next Command Card. That Regiment acts immediately, but has the *Decay 4* Draw Event until the end of the Turn.
The Character then takes its Action.

Pheromantic Drive
Draw your next Command Card. That Regiment acts immediately and may take two Actions of the same type this Turn, but also has the Decay 3 (Decay 4 if it is a Brute Regiment, Decay 6 if it is a Monster Regiment) Draw Event until the end of the Turn.
The Character then takes its Action.

Siphon Strength
Draw your next Command Card. You may place that card at the bottom of the Command Stack. If you do, all Stands in the Pheromancer's Regiment gain +1 Clash until the end of the Turn. Then, draw your next Command Card. You may place that card at the bottom of the Command Stack. If you do, all Stands in the Pheromancer's Regiment gain +1 Evasion until end of the Turn.
If at any point you elect not to place a Command Card at the bottom of the Command Stack, but instead place it back on top of the Command Stack, then the Draw Event has no further effect. The Character then takes their Action.

BIOMANCIES

Manipulating matter and flesh to augment the Spires' creations.
Biomancies are treated exactly like Draw Events, with the following exceptions:
- Biomancies are optional – you only need to use one if you decide to do so.
- Biomancies must be entirely resolved before proceeding with any other Draw Events that might apply.
- Targets of Biomancies must be within 12" of any edge of the caster's Stand, unless specified otherwise.

Catalytic Rupture
Draw your next Command Card. If you wish, you may have that Regiment suffer D6 Wounds. If you do, all enemy Regiments in contact with that Regiment also suffer D6 Wounds. That Regiment then acts.
The Character then takes its Action.

Essence Transfer
Target one friendly Regiment within 18". That Regiment suffers 2D6 Wounds. Draw your next Command Card. If that Regiment is of the same type, it regains 2D6 Wounds. Then, activate the Regiment whose Command Card you just drew.
The Character then takes its Action.

Grant Virulence
Draw your next Command Card. That Regiment has the Deadly Blades or Deadly Shot Special Rules until the end of the Turn. That Regiment then acts.
The Character then takes its Action.

Harvest Essence
Draw your next Command Card. That Regiment acts. For each Wound it inflicts with a Clash, or with Impact Hits, roll a D6. On a score of 4 or more, the Regiment regains a Wound.
The Character then takes its Action.

Unstable Enhancement
Draw your next Command Card. Until the end of the Turn, all Stands in that Regiment have +4 March, +2 Clash and +1 Volley. The Regiment then acts but has the Decay 3 (Decay 4 if it is a Brute Regiment , Decay 6 if it is a Monster Regiment) Draw Event. The Character then takes their Action.

Regiments

You may include Regiments as part of your Characters' Warband.

Force-Grown Drones — 90 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Force-Grown Drones	Infantry	Light	5	1	1	1	1	1	1	0	Shield, Support

Draw Event: None
Number of Stands: 3
Models per Stand: 4

Options:

Additional Stand	*30 points per Stand*
Catabolic Node	*20 points*
Pheromonic Node (Counts as Standard Bearer + Leader)	*15 points*

Stryx — 150 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Stryx	Infantry	Light	10	1	1	1	1	2	1	2	Fly, Feral Lethal Demise

Draw Event: None
Number of Stands: 3
Models per Stand: 4

Options:

Additional Stand	*50 points per Stand*

Vanguard Clone Infiltrators — 180 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Vanguard Clone Infiltrators	Infantry	Light	6	2	2	2	1	3	1	2	Fluid Formation, Vanguard Barrage 2 (18", Snap Fire, Deadly Shot)

Draw Event: None
Number of Stands: 3
Models per Stand: 4

Options:

Additional Stand	*60 points per Stand*
Leader	*Free*

Prowlers — 150 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Prowlers	Cavalry	Light	10	2	2	6	3	2	0	2	Fluid Formation, Feral

Draw Event: None
Number of Stands: 3
Models per Stand: 1

Options:

Additional Stand — *50 points per Stand*

Bound Clones — 120 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Bound Clones	Infantry	Medium	5	1	2	1	1	2	2	1	Support, Shield

Draw Event: None
Number of Stands: 3
Models per Stand: 4

Options:

Additional Stand — *40 points per Stand*
Standard Bearer — *15 points*
Leader — *Free*

Any Bound Clone Regiment may also have ONE of the options presented below:

Ward Preceptor — *30 points*
Catabolic Node — *20 points*
Assault Preceptor — *15 points*

Desolation Drones — 150 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Desolation Drones	Infantry	Medium	5	2	1	1	1	2	1	0	Lethal Demise, Barrage 1 (20", Deadly Shot, Torrential Fire, Armor Piercing 1)

Draw Event: None
Number of Stands: 3
Models per Stand: 4

Options:

Additional Stand — *50 points per Stand*
Standard Bearer — *10 points*
Leader — *Free*

Marksman Clones — 180 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Marksman Clones	Infantry	Medium	5	2	1	1	1	2	1	0	Barrage 2 (28", Arcing Fire)

Draw Event: None

Number of Stands: 3

Models per Stand: 4

Options:

Additional Stand	*60 points per Stand*
Standard Bearer	*5 points*
Leader	*Free*

Onslaught Drones — 105 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Onslaught Drones	Infantry	Medium	5	1	2	1	1	2	2	0	Flurry

Draw Event: Burnout

Number of Stands: 3

Models per Stand: 4

Options:

Additional Stand	*35 points per Stand*
Pheromonic Node (Counts as Standard Bearer + Leader)	*20 points*
Catabolic Node	*20 points*

Vanguard Clones — 165 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Vanguard Clones	Infantry	Medium	6	2	2	2	1	3	2	2	Shield

Draw Event: None

Number of Stands: 3

Models per Stand: 4

Options:

Additional Stand	*55 points per Stand*
Standard Bearer	*10 points*
Leader	*Free*

Any Vanguard Clone Regiment may also have ONE of the options presented below:

Ward Preceptor	*30 points*
Assault Preceptor	*20 points*

Avatara — 165 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Avatara	Brute	Medium	7	2	2	4	4	4	4	2	Cleave 1, Resist Decay 1, Support

Draw Event: None
Number of Stands: 3
Models per Stand: 1

Options:

Additional Stand	*55 points per Stand*
Standard Bearer	*20 points*
Leader	*20 points*

Brute Drones — 165 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Brute Drones	Brute	Medium	6	1	2	5	4	4	3	0	Flurry, Unstoppable

Draw Event: None
Number of Stands: 3
Models per Stand: 1

Options:

Additional Stand	*55 points per Stand*

Leonine Avatara — 165 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Leonine Avatara	Brute	Medium	10	3	2	4	4	4	2	3	Fluid Formation, Resist Decay 1 Barrage 3 (20", Armor Piercing 2, Deadly Shots)

Draw Event: None
Number of Stands: 3
Models per Stand: 1

Options:

Additional Stand	*55 points per Stand*
Standard Bearer	*10 points*
Leader	*Free*

Pteraphons — 70 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Pteraphons	Brute	Medium	10	2	2	4	4	3	2	2	Cleave 1, Fluid Formation, Fly, Terrifying, Barrage 4 (28")

Draw Event: None
Number of Stands: 1
Models per Stand: 1

Options:
Additional Stand — *75 points per Stand*

Centaur Avatara — 165 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Centaur Avatara	Cavalry	Heavy	8	2	3	5	5	4	4	1	Brutal Impact 2, Shield, Resist Decay 1

Draw Event: None
Number of Stands: 3
Models per Stand: 1

Options:
Additional Stand — *55 points per Stand*
Standard Bearer — *10 points*
Leader — *Free*

Incarnate Sentinels — 180 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Incarnate Sentinels	Brute	Heavy	7	1	2	4	6	3	4	0	Cleave 2

Draw Event: None
Number of Stands: 3
Models per Stand: 1

Options:
Additional Stand — *60 points per Stand*
Leader — *Free*

Abomination — 135 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Abomination	Monster	Heavy	10	1	2	10	10	4	3	0	Cleave 1, Flurry, Terrifying 1,

Draw Event: None
Number of Stands: 1
Models per Stand: 1

Desolation Beast — 130 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Desolation Beast	Monster	Heavy	7	2	1	4	10	3	2	0	Aura of Death 2, Lethal Demise, Terrifying 1, Barrage 12 (20", Deadly Shot, Torrential Fire, Armor Piercing 1)

Draw Event: None
Number of Stands: 1
Models per Stand: 1

Siegebreaker Behemoth — 175 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Siegebreaker Behemoth	Monster	Heavy	6	1	3	8	12	6	4	0	Smite, Brutal Impact 3, Terrifying 1, Fearless

Draw Event: None
Number of Stands: 1
Models per Stand: 1

COMMAND MODELS

Certain Regiments have the option of taking Command Models. Each Regiment may only take each Command Model once. If the Command Model is removed as a casualty, all benefits are lost. A Command Model is purchased on top of the model it replaces. In the case of Cavalry or Brute Stand you need to pay for the Stand and the Command Model.

Assault Preceptor
While the Assault Preceptor is alive, the Regiment has the Fury Draw Event.

Catabolic Node
The first time the Regiment uses a Clash Action, roll 2D6. The Catabolic Node Model inflicts that number of Hits on one enemy Regiment in contact with its Regiment. It also inflicts a number of hits on its own Regiment equal to the *highest* score of the individual D6s rolled. Hits are always treated as if they have been inflicted from the front. Then remove the Catabolic Node model as a casualty and replace it with a spare Rank and File model.

Ward Preceptor
While the Ward Preceptor is alive, the Regiment has the Bastion Draw Event.

We are always evolving and expanding our Ruleset, follow this QR code and stay up to date.

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